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H.C. PARK & ASSOCIATES, PLC			VU, BAI D	
8500 LEESBURG PIKE				
SUITE 7500			ART UNIT	PAPER NUMBER
VIENNA, VA 22182			2165	
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**Please find below and/or attached an Office communication concerning this application or proceeding.**

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

PATENT@PARK-LAW.COM

<b>Office Action Summary</b>	<b>Application No.</b>	<b>Applicant(s)</b>	
	10/599,157	YANG, ZOO IL	
	<b>Examiner</b>	<b>Art Unit</b>	
	Bai D. Vu	2165	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

#### Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

#### Status

1) Responsive to communication(s) filed on 23 August 2010.  
 2a) This action is **FINAL**.                    2b) This action is non-final.  
 3) Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

#### Disposition of Claims

4) Claim(s) 1-3,6-12,14-17 and 19-24 is/are pending in the application.  
 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.  
 5) Claim(s) \_\_\_\_\_ is/are allowed.  
 6) Claim(s) 1-3,6-12,14-17 and 19-24 is/are rejected.  
 7) Claim(s) \_\_\_\_\_ is/are objected to.  
 8) Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

#### Application Papers

9) The specification is objected to by the Examiner.  
 10) The drawing(s) filed on \_\_\_\_\_ is/are: a) accepted or b) objected to by the Examiner.  
 Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).  
 Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).  
 11) The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

#### Priority under 35 U.S.C. § 119

12) Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).  
 a) All    b) Some \* c) None of:  
 1. Certified copies of the priority documents have been received.  
 2. Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.  
 3. Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

\* See the attached detailed Office action for a list of the certified copies not received.

#### Attachment(s)

1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892)	4) <input type="checkbox"/> Interview Summary (PTO-413)
2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948)	Paper No(s)/Mail Date. _____ .
3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08)	5) <input type="checkbox"/> Notice of Informal Patent Application
Paper No(s)/Mail Date _____.	6) <input type="checkbox"/> Other: _____ .

## **DETAILED ACTION**

### ***Response to Amendment***

1. Applicant has amended claims 1, 3, 6-8, 10-12, 14-16 and 19-24, and canceled claims 4, 5, 13 and 18 in the amendment filed on 8/23/2010. Claims 1-3, 6-12, 14-17 and 19-24 are pending in this office action.

### ***Response to Arguments***

2. Applicant's arguments filed on 8/23/2010 with respect to claims 1-3, 6-12, 14-17 and 19-24 have been fully considered but they are not persuasive. The examiner respectfully traverses the applicant's arguments.

### **Regarding to the Applicant's Arguments:**

- With respect to the applicant's argument asserted, on page 11 of the Remarks that the phrase "a data storage" recited in claim 16 is directed to statutory subject matter. Therefore, the 35 U.S.C. 101 rejection is requested to withdraw.

In response to the applicant's argument, the examiner respectfully disagrees because the applicant intends the claimed system to refer to software based on the phrase described on page 2 lines 16-18 in the amended instant specification filed on 9/21/2006.

Therefore, the rejection under 35 U.S.C. 101 of claims 16-17 and 19-20 as directed to non-statutory subject matter of software *per se*, is hereby maintained.

- With respect to the applicant's argument asserted, on pages 11-12 of the Remarks that Harvey et al. (US Pub. No. 2002/0059379 A1) fails to disclose the limitation of **wherein the link program is linked from the website that provides the community visitor with a community user interface, the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites** as amended in the independent claims 1, 11 and 16.

In response to the applicant's argument, the examiner respectfully disagrees because Harvey et al. discloses the limitation of **wherein the link program is linked from the website that provides the community visitor with a community user interface**, as a central controller 115 functions as game server (i.e., as described in ¶ 0122 lines 1-12) that stores game applications in a data storage 160, provides a link application module 130 to assist user (i.e., using a graphical user interface as described in Fig. 4) setting link with game applications stored the data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to the central controller 115 as game server and the World Wide Web pages (e.g., websites); and a graphical user interface for user in a community to select hyperlinks to games or download games from website (see e.g., ¶ 0136 lines 1-12; and Fig. 4) **the link program being a program stored in a contents server of the website to which the community belongs or a program stored in**

**other websites** as a combination of the link application module 130 used for setting links to the game applications in the data storage 160 of the central controller 115 as the game server (see e.g., ¶ 0039 lines 1-4, ¶ 0040 lines 3-5, and Fig. 1).

Therefore, the rejection under 102(b) of claims 1-3, 6-12, 14-16, 19-20 and 23-24 as being anticipated by Harvey et al. is hereby maintained.

#### ***Claims Objections***

3. Claims 23 and 24 are objected to under 37 CFR 1.75 as being a substantial duplicate of claims 6 and 7 respectively. When two claims in an application are duplicates or else are so close in content that they both cover the same thing, despite a slight difference in wording, it is proper after allowing one claim to object to the other as being a substantial duplicate of the allowed claim. See MPEP § 706.03(k).

#### ***Claim Rejections - 35 USC § 101***

4. 35 U.S.C. 101 reads as follows:

Whoever invents or discovers any new and useful process, machine, manufacture, or composition of matter, or any new and useful improvement thereof, may obtain a patent therefor, subject to the conditions and requirements of this title.

5. **Claims 16-17 and 19-20** are rejected under 35 U.S.C. 101 because the claimed invention is directed to non-statutory subject matter.

Claim 16 is system claim. Based on the phrase applicant uses to intend a system to refer to a software component as taken in view of page 2 lines 16-18 in the amended

instant specification. Therefore, the claim is rejected under 35 U.S.C. 101 as directed to non-statutory subject matter of software *per se*.

As such, claims 17 and 19-20 are rejected as incorporating the deficiencies of claim 16 upon they depend.

***Claim Rejections - 35 USC § 102***

6. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

7. **Claims 1-3, 6-12, 14-16, 19-20 and 23-24** are rejected under 35 U.S.C. 102(b) as being anticipated by Harvey et al. (US Pub. No. 2002/0059379 A1).

As per **claim 1**, Harvey et al. discloses a **method for processing data in a community established on a website, the method comprising:**

**a) receiving a signal from a community visitor who accesses the community and selects a link provided by the community, wherein the link connects the community visitor to a link program; as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community).**

**b) confirming whether the community visitor executes or terminates the link program;** as (see e.g., ¶ 0138 lines 1-13; as game is terminated based on player actions, time limitations or other predetermined criteria for game termination).

**c) receiving visitor-related data related to the execution of the link program when the link program is terminated; and** as (see e.g., ¶ 0138 lines 7-13; as determining scores of the game played).

**d) processing and utilizing the visitor-related data in the community** as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played).

**wherein the link program is linked from the website that provides the community visitor with a community user interface,** as (see e.g., ¶ 0122 lines 1-12; as a central controller 115 functions as game server that stores game applications in a data storage 160, provides a link application module 130 to assist user (i.e., using a graphical user interface as described in Fig. 4) setting link with game applications stored the data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to the central controller 115 as game server and the World Wide Web pages (e.g., websites)); and ¶ 0136 lines 1-12; and Fig. 4; as a user interface for users in a community to select hyperlinks to games or download games from website) **the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites** as (see e.g., ¶ 0039 lines 1-4, ¶ 0040 lines 3-5, and Fig. 1; as a combination of the link application module 130 used for

setting links to the game applications in the data storage 160 of the central controller 115 as the game server).

As per **claim 2**, Harvey et al. discloses **the method of claim 1, further comprising: e) storing the processed visitor-related data in the community** as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community, wherein updating the value referred as storing).

As per **claim 3**, Harvey et al. discloses **the method of claim 1, wherein the community comprises a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet** as (see e.g., ¶¶ 0136 and 0147; as community website of people with similar interests).

As per **claim 6**, Harvey et al. discloses **the method of claim 1, wherein the link program comprise a game program** as (see e.g., ¶ 0136 lines 1-12; as a user interface for users in a community to select hyperlinks to games).

As per **claim 7**, Harvey et al. discloses **the method of claim 6, wherein the visitor-related data comprise game or community use data** as (see e.g., ¶ 0139; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played).

As per claim 8, Harvey et al. discloses **the method of claim 1, wherein the visitor-related data comprise at least one selected from a group consisting of item, level, score, and rank data obtained when the link program is executed and used** as (see e.g., ¶ 0139; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played).

As per claim 9, Harvey et al. discloses **the method of claim 1, wherein the stored visitor-related data are updated whenever the community visitor executes and uses the link program** as (see e.g., ¶ 0140; as the amount of virtual value is updated in the player's account).

As per claim 10, Harvey et al. discloses **the method of claim 1, wherein the community visitor acquires events for the execution of the link program** as (see e.g., ¶ 0057 lines 1-11; as link to events leading up to and occurring in the America's Cup.TM. sailing races).

As per claim 11, Harvey et al. discloses **a method for processing data in a community established on a website, comprising:**

**a) by a community visitor, accessing the community and selecting a link program prepared in the community;** as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of

executable file for the application referred as the link program) to participate in a game play community)

**b) receiving visitor-related data related to execution of the link program; as**  
(see e.g., ¶ 0138 lines 1-13; as determining scores of the game played).  
**c) processing and using the visitor-related data in the community; and as**  
(see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played).

**d) storing the processed visitor-related data in the community, as** (see e.g.,  
¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community, wherein updating the value referred as storing).

**wherein the link program is linked from the website that provides the community visitor with a community interface, as** (see e.g., ¶ 0122 lines 1-12; as a central controller 115 functions as game server that stores game applications in a data storage 160, provides a link application module 130 to assist user (i.e., using a graphical user interface as described in Fig. 4) setting link with game applications stored the data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to the central controller 115 as game server and the World Wide Web pages (e.g., websites)); and ¶ 0136 lines 1-12; and Fig. 4; as a user interface for users in a community to select hyperlinks to games or download games from website) **the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites as** (see e.g., ¶ 0039 lines 1-4, ¶ 0040

lines 3-5, and Fig. 1; as a combination of the link application module 130 used for setting links to the game applications in the data storage 160 of the central controller 115 as the game server).

As per **claim 12**, Harvey et al. discloses **the method of claim 11, wherein the community comprises a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet** as (see e.g., ¶¶ 0136 and 0147; as community website of people with similar interests).

As per **claim 14**, Harvey et al. discloses **the method of claim 11, wherein the contents server causes execution of the link program on a web browser of the community** as (see e.g., ¶ 0147 lines 1-5; as using browsers to access to a community with central controller 805).

As per **claim 15**, Harvey et al. discloses **the method of claim 11, wherein the link program comprise a flash game program** as (see e.g., ¶ 0136 lines 1-12; and Fig. 4; as users in a community select hyperlinks to games or download games from website or central controller module 115 in which the users wish to participate).

As per **claim 16**, Harvey et al. discloses **a system for processing data in a community established on a website, comprising:**

**a connector to determine whether a community visitor is permitted to access the community; as (see e.g., ¶ 0130 lines 1-12; as the user may or may not be permitted to proceed (e.g., or join a community)).**

**a controller to allow the community visitor to access the community to select a link to a link program, provided by the community, the controller to receive visitor-related data from a component providing the link program; as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community).**

**a data processor to process the visitor-related data such that the visitor-related data are used in the community; and as (see e.g., ¶ 0138 lines 7-13; as determining scores of the game played); and (see e.g., ¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played)).**

**a data storage to store the processed visitor-related data, as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; and Fig. 1; as the virtual value is updated in the player's account which is set up as a member of a community in data storage 160, wherein updating the value referred as storing).**

**wherein the link program is linked from the website that provides the community visitor with a community interface, as (see e.g., ¶ 0122 lines 1-12; as a central controller 115 functions as game server that stores game applications in a data storage 160, provides a link application module 130 to assist user (i.e., using a**

graphical user interface as described in Fig. 4) setting link with game applications stored the data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to the central controller 115 as game server and the World Wide Web pages (e.g., websites)); and ¶ 0136 lines 1-12; and Fig. 4; as a user interface for users in a community to select hyperlinks to games or download games from website) **the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites as (see e.g., ¶ 0039 lines 1-4, ¶ 0040 lines 3-5, and Fig. 1; as a combination of the link application module 130 used for setting links to the game applications in the data storage 160 of the central controller 115 as the game server).**

As per **claim 19**, Harvey et al. discloses **the system of claim 16, wherein the contents server causes execution of the link program on a web browser of the community as (see e.g., ¶ 0147 lines 1-5; as using browsers to access to a community with central controller 805).**

As per **claim 20**, Harvey et al. discloses **the system of claim 16, wherein the community comprises a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet as (see e.g., ¶¶ 0136 and 0147; as community website of people with similar interests).**

As per **claim 23**, Harvey et al. discloses **the method of claim 1, wherein the link program comprise a game program** as (see e.g., ¶ 0136 lines 1-12; as a user interface for users in a community to select hyperlinks to games).

As per **claim 24**, Harvey et al. discloses **the method of claim 23, wherein the visitor-related data comprise game or community use data** as (see e.g., ¶ 0139; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played).

#### ***Claim Rejections - 35 USC § 103***

8. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

9. **Claim 17** is rejected under 35 U.S.C. 103(a) as being anticipated by Harvey et al., and further in view of Lambright et al. (US Pat. No. 6,015,348).

As per **claim 17**, Harvey et al. does not explicitly disclose **the system of claim 16, wherein the controller keeps a resource occupation ratio of a system operated by the community at an appropriate level such that the resource occupation ratio does not exceed a prescribed rate.**

However, Lambright discloses the claimed limitation as (see e.g., Abstract).

It would have been obvious to a person of ordinary skill in the art at the time the invention was made to combine the teachings of Harvey et al. and Lambright et al. in order to maintain responsive game performance.

10. **Claims 21 and 22** are rejected under 35 U.S.C. 103(a) as being anticipated by Harvey et al., and further in view of Sparks, II (US Pat. No. 6,352,479 B1) (hereinafter “Sparks”).

As per **claim 21**, Harvey et al. discloses **a method for processing game-linked data in a community established on a website, comprising:**

**a) by a community visitor, accessing the community and selecting a game program prepared in the community;** as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application or executable file for the application referred as the link program) to participate in a game play community).

**b) confirming whether the community visitor executes or terminates the game program;** as (see e.g., ¶ 0138 lines 7-13; as game is terminated based on player actions, time limitations or other predetermined criteria for game termination).

**c) receiving game data of the community visitor obtained in connection with the execution of the game program when the game program is terminated;** as (see e.g., ¶ 0138 lines 1-13; as determining scores of the game played).

**d) processing the game data of the community visitor as ranking data in the community; and** as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played; but may not be specific to the feature of processing the game data as ranking data).

**e) storing the processed ranking data in the community** as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community, wherein updating the value referred as storing; but may not be specific to the feature of storing ranking data).

However, Sparks discloses the features of:

processing the game data as ranking the data as generating the game player statistic for each player during and/or after game play (see e.g., Abstract and col. 1 lines 60-63), and ranking based on the player 's statistic (see e.g., col. 3 lines 56-66).

storing ranking data as uploading and storing the statistic file included ranked data in the hard disk drive of the server (see e.g., col. 1 lines 63-65; and col. 3 line 56 to col. 4 line 3).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Sparks teaching of screening the players by means of personal game statistics into Harvey et al. system in order to determine from the game play statistics the user's relative skill level for each one of the possible games to which the player could be matched. This determination is made by comparing the user's relative successes during previous attempts at playing each game (Sparks, col. 6 lines 47-51).

As per **claim 22**, Harvey et al. discloses **a method for processing game-linked data in a community established on a website, comprising:**

- a) by a community visitor, accessing the community and selecting a game program prepared in the community; as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community).**
- b) confirming whether the community visitor executes or terminates the game program; as (see e.g., ¶ 0138 lines 7-13; as game is terminated based on player actions, time limitations or other predetermined criteria for game termination).**
- c) receiving game data of the community visitor obtained in connection with the execution of the game program when the game program is terminated; as (see e.g., ¶ 0138 lines 1-13; as determining scores of the game played).**
- d) processing the game data of the community visitor as ranking data in the community; as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played; but may not be specific to the feature of processing the game data as ranking data).**
- e) storing the processed ranking data in the community; and as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community, wherein updating the value referred as storing; but may not be specific to the feature of storing ranking data).**

**f) updating the ranking data by repeating the steps b) to d) whenever the community visitor executes and uses the game program as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community; but may not be specific to the feature of updating ranking data).**

However, Sparks discloses the features of:

processing the game data as ranking the data as generating the game player statistic for each player during and/or after game play (see e.g., Abstract and col. 1 lines 60-63), and ranking based on the player's statistic (see e.g., col. 3 lines 56-66).

storing ranking data as uploading and storing the statistic file included ranked data in the hard disk drive of the server (see e.g., col. 1 lines 63-65; and col. 3 line 56 to col. 4 line 3).

updating the ranking data as periodically uploading and storing the statistic file included ranked data in the hard disk drive of the server (see e.g., Abstract lines 6-9; col. 1 lines 60-65; and col. 3 line 56 to col. 4 line 3).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Sparks teaching of screening the players by means of personal game statistics into Harvey et al. system in order to determine from the game play statistics the user's relative skill level for each one of the possible games to which the player could be matched. This determination is made by comparing the user's relative successes during previous attempts at playing each game (Sparks, col. 6 lines 47-51).

***Conclusion***

11. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

Kim US- 2002/0160838A1

Hatano et al. US- 7,167,841 B2

12. **THIS ACTION IS MADE FINAL.** Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the date of this final action.

***Contact Information***

13. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Bai D. Vu whose telephone number is 571-270-1751. The examiner can normally be reached on Mon - Fri 8:30 - 5:00 EST.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Neveen Abel-Jalil can be reached on 571-272-4074. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/Bai D. Vu/  
Examiner, Art Unit 2165  
11/17/2010